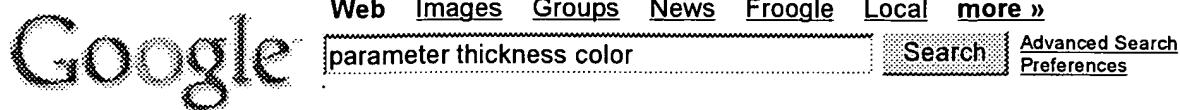


Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S65	104	press\$4 near3 parameter\$2 near3 (thickness or color\$2) <i>Scan all</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/07/08 12:38
S64	22	draw\$4 same determin\$4 near3 parameter\$2 near3 (thickness or color\$2) <i>Rev all</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/07/08 12:38
S1	192	draw\$4 same parameter\$2 same program\$4 same convert\$4 <i>Scan</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/07/08 11:28
S61	11	associat\$4 near3 parameter\$2 near3 (color) same draw\$4 <i>Rev all</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/30 15:59
S60	2	associat\$4 near3 parameter\$2 near3 (thickness) same draw\$4 <i>Rev all</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/30 15:59
S59	98	associat\$4 near3 parameter\$2 near3 (thickness) <i>Scan all</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/30 15:58
S57	0	associat\$4 near3 parameter\$2 near3 (thickness and color) <i>Rev all</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/30 15:57
S55	30	deriv\$4 near2 parameter\$2 near3 (thichness or color) <i>Rev all</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/30 15:54



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Controlling line thickness/color in ParametricPlot3D

How can I control the **thickness/color** of a line in ParametricPlot3D? ... One can even make that 4th dimension a true function of the **parameter** t, ...
amath.colorado.edu/scico/FAQs/pplot3d/ - 3k - Cached - Similar pages

8.9.17. drawing (packages/opencv/drawing.lsh) Last Modified: 2002 ...

(cvEllipse array center axes angle sangle eangle **color thickness**) ... (cvPolyLine array pts npts contours closed **color thickness** connectivity) ...
lush.sourceforge.net/lush-manual/383b79bc.html - 17k - Cached - Similar pages

Java 2 Platform SE v1.3.1: Class LineBorder

Reinitialize the **insets parameter** with this Border's current Insets. ... Parameters:: **color** - the **color** of the border: **thickness** - the **thickness** of the ...
java.sun.com/j2se/1.3/docs/api/javax/swing/border/LineBorder.html - 25k - Cached - Similar pages

Enhance:AM2003 - Irid Texture

Function **Thickness**, This **parameter** sets **thickness** of the iridescent film. The larger this value the more dispersed the **color** spread will be. ...
www.shaders.org/enhance:am/aam_irid.htm - 16k - Cached - Similar pages

SigmaPlot offers a full range of graphing options, technical axis ...

Control of display, **thickness**, **color**, range, and axis breaks; Offset axes; Automatic titles ... Plot multiple different **parameter** values simultaneously ...
www.statsol.ie/sigmaplot/graphfeatures.htm - 20k - Cached - Similar pages

LineBorder (Java 2 Platform SE v1.4.1_01)

Convenience method for getting the **Color**.black LineBorder of **thickness** 1. ... Reinitialize the **insets parameter** with this Border's current Insets. ...
developer.apple.com/documentation/Java/Reference/1.4.1/Java141API_J2SE/api/javax/swing/border/LineBorder.html - 26k - Jul 12, 2005 - Cached - Similar pages

Counter Parameters - Counters - Free Web Tools - Web Hosting Support

If you specify a **frgb=** without a **ft=**, then the frame **thickness** defaults to 5. ...
 ... **chcolor=B**, Change a **color** of the image, This **parameter** enables the **srgb** ...
www.fastvirtual.com/support/web_tools/counter_parameters.html - 36k - Cached - Similar pages

Central WWW Server Page Counter Service User Guide

This **parameter** is usually used to change the default green **color** to cyan. ...
 The default frame **thickness**, **color** and digit style is used. ...
www.indiana.edu/~wmhome/counter_info/counter.shtml - 36k - Jul 12, 2005 - Cached - Similar pages

: Class Pen

Constructor sets the **color** based on the **parameter** penColor, and sets width to 1 ... Sets the width and **thickness** to the values in the **parameter** pen. ...
www.duke.edu/~pcd3/cps108/SLogo/docs3/slogo/Pen.html - 15k - Cached - Similar pages

Systat Software Inc. - SigmaPlot - Graphs - 필 사이언스

Control of display, **thickness**, **color**, range, and axis breaks; Offset axes;



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Counter tutorial

Parameters used - **ft** = frame **thickness**. Because the datafile **parameter** (df) is not present, ... You change the frame **color** with the "frgb=xxxxxx" **parameter**, ... shell4.tdi.com/techsupport/counter.html - 16k - Cached - Similar pages

11.3 Graphics state

Determines the foreground **color** used in drawing functions. ... If non- nil means interpret the **thickness** **parameter** in transformed port coordinates, ... www.lispworks.com/documentation/lw43/CAPUG-W/html/capiuser-w-114.htm - 18k - Cached - Similar pages

FREE e-mail updates of any full version of MicroFEM for Windows ...

MicroFEM 3.50.45: February 2001 * The number of digits of the **parameter** ... left side of the **parameter** list to the left * The default extension of **thickness** ... www.microfem.com/download/update.txt - 13k - Cached - Similar pages

LSIF Semantics Page

The header_list has some global, default **parameter** declarations, ... The **thickness** header field tells the **thickness** of all the layers of a part, ... www.cs.berkeley.edu/~ug/LSIF/LSIF_semantics.html - 16k - Cached - Similar pages

Quality Parameters - Indian Granite Marble Sandstone Slate Limestone

Double **color** - Sometimes two different grain sizes occur in the same slab, ... **Thickness** variation is + 0.5 mm to 1 mm depending upon Tile/Slab. FINISHES ... www.chariotinternational.com/quality.htm - 49k - Cached - Similar pages

Counter Instructions

ft=X Sets the frame **thickness** around the counter in pixels. ... The valid value for the string **parameter** X is counter,clock or date. ... www.acrnet.com/support/counter/ - 11k - Cached - Similar pages

Problem Set 4: Bagging Bagels

Each node has the form **fib(n):r**, where n is the **parameter** of the ... public void **drawTargetIter**(int rings, int **thickness**, **Color** c1, **Color** c2, int x, ... cs.wellesley.edu/~cs111/fall97/assignments/ps6/ps6.html - 18k - Cached - Similar pages

VRay material sub-surface effects

To make our teapot refractive, set the Refraction **color** of the material to ... how deep into the object light reaches by adjusting the **Thickness** **parameter**. ... www.vrayrender.com/stuff/MtlTutorial/ - 18k - Cached - Similar pages

package HeatTransfer Rod extends Modelica.Icons.Library; model ...

... -44; 60, -78], style(**color**=0, **thickness**=2, **fillColor**=9, **fillPattern**=1)), ... **Length** L; **parameter** Modelica.SIunits.Area A; **protected parameter** Modelica. ... www.tt.tu-harburg.de/lehre/simulation/HeatTransfer_Rod.mo - 10k - Cached - Similar pages

WWWCount

The wrapped frame is of the asked **color** and default **thickness**. ... Use the **timezone** **parameter** to display time or date of any place in the world. ...

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1 A shading language on graphics hardware: the pixelflow shading system 
Marc Olano, Anselmo Lastra July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**
Full text available:  pdf(238.26 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: procedural shading, real-time image generation, shading language

2 Unstructured grids: Hardware-based view-independent cell projection 
Manfred Weiler, Martin Kraus, Thomas Ertl October 2002 **Proceedings of the 2002 IEEE symposium on Volume visualization and graphics**
Full text available:  pdf(1.16 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present the first, view-independent cell projection algorithm for off-the-shelf programmable graphics hardware. Our implementation performs all computations for the projection and scan conversion of a set of tetrahedra on the graphics hardware and is therefore compatible with many of the hardware-accelerated optimizations for polygonal graphics, e.g. OpenGL vertex arrays and display lists. Apart from our actual implementation, we discuss potential improvements on future, more flexible graphic ...

Keywords: cell projection, pixel shading, programmable graphics hardware, ray tracing, tetrahedral meshes, unstructured meshes, volume rendering, volume visualization

3 Computer-generated watercolor 
Cassidy J. Curtis, Sean E. Anderson, Joshua E. Seims, Kurt W. Fleischer, David H. Salesin August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**
Full text available:  pdf(1.84 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Kubelka-Munk, fluid simulation, glazing, illustration, non-photorealistic rendering, optical compositing, painting, pigments, watercolor

4 Wolves and cubism: Stylized video cubes 
Allison W. Klein, Peter-Pike J. Sloan, Adam Finkelstein, Michael F. Cohen July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation**
Full text available:  pdf(1.56 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We present a new set of non-photorealistic rendering (NPR) tools for processing video. Our approach is to treat the video as a space-time volume of image data. Previous tools to process video for an impressionist effect have painted collections of two-dimensional strokes on each successive frame of video. In contrast,

we create a set of "rendering solids." Each rendering solid is a function defined over an interval of time; when evaluated at a particular time within that interval, it provides pa ...

5 Modeling and rendering of metallic patinas

Julie Dorsey, Pat Hanrahan

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(378.55 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



Keywords: material models, reflection models, time-dependent phenomena, weathering and appearance

6 Interactive multiresolution hair modeling and editing

Tae-Yong Kim, Ulrich Neumann

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available:  pdf(9.63 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Human hair modeling is a difficult task. This paper presents a constructive hair modeling system with which users can sculpt a wide variety of hairstyles. Our Multiresolution Hair Modeling (MHM) system is based on the observed tendency of adjacent hair strands to form clusters at multiple scales due to static attraction. In our system, initial hair designs are quickly created with a small set of hair clusters. Refinements at finer levels are achieved by subdividing these initial hair clusters. U ...

Keywords: generalized cylinders, hair modeling, hair rendering, level of detail, multiresolution modeling

7 Focus: non-photorealistic rendering: Contour rendering

Per H. Christensen

February 1999 **ACM SIGGRAPH Computer Graphics**, Volume 33 Issue 1

Full text available:  pdf(968.39 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



A contour image represents the essence of a scene, a "simplified reality." Contours are used in non-photorealistic images for comics and cartoons to illustrate geometric shape, spatial relationships, color, texture and illumination. This article describes traditional and computer-generated contour rendering, gives examples of contour placement and styles, discusses some practical issues, and describes the contour shader interface of the rendering program mental ray.

8 Graphical style towards high quality illustrations

Richard Beach, Maureen Stone

July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques**, Volume 17 Issue 3

Full text available:  pdf(979.25 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



If there is to be widespread acceptance of computer generated images in areas traditionally served by graphic artists, these images must meet a high standard of quality. Document preparation systems are an application area that is gaining maturity in providing high-quality computer typeset documents. These systems exhibit a trend towards specifying the formatting information for a document separately from the body of the text. The goal is to have the document format designed by someone with ...

Keywords: Graphic arts, Graphic design, Graphical style sheet, Illustration, Integrated text and graphics

9 Email and security: Designing human friendly human interaction proofs (HIPs)

Kumar Chellapilla, Kevin Larson, Patrice Simard, Mary Czerwinski

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  pdf(471.32 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



HIPs, or Human Interactive Proofs, are challenges meant to be easily solved by humans, while remaining too hard to be economically solved by computers. HIPs are increasingly used to protect services against automatic script attacks. To be effective, a HIP must be difficult enough to discourage script attacks by raising the computation and/or development cost of breaking the HIP to an unprofitable level. At the same time, the HIP must be easy enough to solve in order to not discourage humans from ...

Keywords: completely automated public turing tests to tell computers and humans apart (CAPTCHAs), computer vision, evaluation, human interaction proofs (HIPs), human perception, visual letter recognition

10 Direct WYSIWYG painting and texturing on 3D shapes

Pat Hanrahan, Paul Haeberli

September 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques**, Volume 24 Issue 4

Full text available:  pdf(6.55 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



This paper describes a 3D object-space paint program. This program allows the user to directly manipulate the parameters used to shade the surface of the 3D shape by applying pigment to its surface. The pigment has all the properties normally associated with material shading models. This includes, but is not limited to, the diffuse color, the specular color, and the surface roughness. The pigment also can have thickness, which is modeled by simultaneously creating a bump map attached to the shape ...

11 Document interaction: ScreenCrayons: annotating anything

Dan R. Olsen, Trent Tauer, Jerry Alan Fails

October 2004 **Proceedings of the 17th annual ACM symposium on User interface software and technology**

Full text available:  pdf(586.83 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



ScreenCrayons is a system for collecting annotations on any type of document or visual information from any application. The basis for the system is a screen capture upon which the user can highlight the relevant portions of the image. The user can define any number of topics for organizing notes. Each topic is associated with a highlighting "crayon." In addition the user can supply annotations in digital ink or text. Algorithms are described that summarize captured images based on the highlights ...

Keywords: annotation, digital ink, image summarization, screen capture

12 Special issue on natural language generation: Describing complex charts in natural language: a caption generation system

Vibhu O. Mittal, Giuseppe Carenini, Johanna D. Moore, Steven Roth

September 1998 **Computational Linguistics**, Volume 24 Issue 3

Full text available:



pdf(2.58 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



Graphical presentations can be used to communicate information in relational data sets succinctly and effectively. However, novel graphical presentations that represent many attributes and relationships are often difficult to understand completely until explained. Automatically generated graphical presentations must therefore either be limited to generating simple, conventionalized graphical presentations, or risk incomprehensibility. A possible solution to this problem would be to extend automa ...

13 Real-time rendering: Interactive rendering of suggestive contours with temporal coherence

Doug DeCarlo, Adam Finkelstein, Szymon Rusinkiewicz

June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**

Full text available:  pdf(382.84 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)



Line drawings can convey shape using remarkably minimal visual content. Suggestive contours, which are lines drawn at certain types of view-dependent surface inflections, were proposed recently as a way of improving the effectiveness of computer-generated line drawings. This paper extends previous work on static suggestive contours to dynamic and real-time settings. We analyze movement of suggestive contours with respect to changes in viewpoint, and offer techniques for improving the quality of ...

Keywords: contours, differential geometry, graphics hardware, line drawings, non-photorealistic rendering, silhouettes

14 Multiple representations in GIS: materialization through map generalization, geometric, and spatial analysis operations

Clodoveu A. Davis, Alberto H. F. Laender

November 1999 **Proceedings of the 7th ACM international symposium on Advances in geographic information systems**

Full text available:  pdf(76.41 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



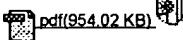
Keywords: conceptual generalization, map generalization, multiple representations

15 Visualizing the behavior of higher dimensional dynamical systems

Rainer Wegenkittl, Helwig Löffelmann, Eduard Gröller

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available:



[pdf\(954.02 KB\)](#)

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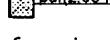


16 Movies from music: Visualizing musical compositions

J. B. Mitroo, Nancy Herman, Norman I. Badler

August 1979 **ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference on Computer graphics and interactive techniques**, Volume 13 Issue 2

Full text available:



[pdf\(2.68 MB\)](#)



Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



A theory of music visualization proposed by Nancy Herman postulates an association between colors and pitches of musical scales. A color raster graphics display is used to generate images of notes, chords, and chord progressions based on this theory. Temporal adjacency of notes or chords is mapped to spatial adjacency of colors, usually in a concentric pattern of squares or circles. By varying certain image parameters, different "brush stroke" effects may be obtained. Illustrati ...

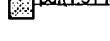
Keywords: Color animation, Computer art, Computer graphics, Music, Raster graphics, Video display

17 Scheduling algorithms for multihop radio networks

Subramanian Ramanathan, Errol L. Lloyd

April 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 2

Full text available:



[pdf\(1.31 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

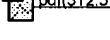


18 Projecting Tetrahedra without Rendering Artifacts

Martin Kraus, Wei Qiao, David S. Ebert

October 2004 **Proceedings of the conference on Visualization '04**

Full text available:



[pdf\(312.51 KB\)](#)

Additional Information: [full citation](#), [abstract](#)



Hardware-accelerated direct volume rendering of unstructured volumetric meshes is often based on tetrahedral cell projection, in particular, the Projected Tetrahedra (PT) algorithm and its variants. Unfortunately, even implementations of the most advanced variants of the PT algorithm are very prone to rendering artifacts. In this work, we identify linear interpolation in screen coordinates as a cause for significant rendering artifacts and implement the correct perspective interpolation for the ...

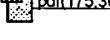
Keywords: volume visualization, volume rendering, cell projection, projected tetrahedra, perspective interpolation, dithering, programmable graphics hardware

19 Late breaking results: posters: Design requirements for more flexible structured editors from a study of programmers' text editing

Andrew J. Ko, Htet Htet Aung, Brad A. Myers

April 2005 **CHI '05 extended abstracts on Human factors in computing systems**

Full text available:



[pdf\(175.30 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



A detailed study of Java programmers' text editing found that the full flexibility of unstructured text was not utilized for the vast majority of programmers' character-level edits. Rather, programmers used a small set of editing patterns to achieve their modifications, which accounted for all of the edits observed in the study. About two-thirds of the edits were of name and list structures and most edits preserved structure except for temporary omissions of delimiters. These findings inform the ...

Keywords: interaction techniques, structured editors

²⁰ Books and reading: Realistic books: a bizarre homage to an obsolete medium?

Yi-Chun Chu, David Bainbridge, Matt Jones, Ian H. Witten

June 2004

Proceedings of the 4th ACM/IEEE-CS joint conference on Digital librariesFull text available:  pdf(2.24 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

For many readers, handling a physical book is an enjoyably exquisite part of the information seeking process. Many physical characteristics of a book-its size, heft, the patina of use on its pages and so on-communicate ambient qualities of the document it represents. In contrast, the experience of accessing and exploring digital library documents is often dull. The emphasis is utilitarian; technophile rather than bibliophile. We have extended the page-turning algorithm we reported at last year's ...

Keywords: 3D book visualisation, Java and OpenGL, visual metadata

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